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ACM Transactions on Graphics (TOG) April 1998
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Given two or more objects of general topology, intermediate objects are constructed by a distance field metamorphosis. In the presented method the interpolation of the distance field is guided by a warp function controlled by a set of corresponding anchor points. Some rules for defining a smooth least-distorting warp function are given. To reduce the distortion of the intermediate shapes, the warp function is decomposed into a rigid rotational part and an elastic part. The distance field in ...

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Proceedings of the ACM SIGGRAPH symposium on Computer animation July 2002

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